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Robert Groover III, *Reg'd Patent Atty.*

January 31, 2002

Commissioner of Patents
Washington DC 20231

Re: Patent App'n SN
09/133,741 filed 08/13/1998,
of Baldwin, entitled "Improved
Triangle Clipping for 3D
Graphics" (Atty Docket No.
TD-143)

> I certify that this correspondence, including the attachments listed, is being deposited with the United States Postal Service as First Class Mail in an envelope addressed to Commissioner of Patents and Trademarks, Washington DC 20231, on the date shown below.
>
> 1/31/2002
> Date of Mailing   Signature

Honorable Commissioner:

    Enclosed is an Amendment in connection with the U.S. Patent Application referenced above. Any extension of time necessary for response to the outstanding Action is respectfully requested. The correct amount of fee is believed to be as follows (but in any case the Commissioner is requested to grant any extension necessary to prevent abandonment). A check for this amount is enclosed. Please charge any deficit or nonpayment, or credit any overpayment, to Deposit Account 07-2320. A duplicate copy of this sheet is enclosed.

FEE CALCULATION

Three-month extension of time:	$890
Total Fee:	**$890**

Respectfully submitted,

Robert Groover, Reg.No. 30,059

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Application of: :
Baldwin   : Art Unit: 3661
AN 09/133,741   : Examiner: Thu Nguyen
Filed: 08/13/1998   : Atty's Docket:TD-143
For: Improved Triangle Clipping for 3D Graphics

AMENDMENT

Honorable Commissioner of Patents and Trademarks
Washington, DC 20231

Sir:

In response to the Office Action dated 07/31/01, the following amendments and remarks are respectfully submitted. As specified in the attached cover sheet, any extension of time necessary to prevent abandonment has been requested, and any fee necessary for consideration of this paper has been authorized to be charged to Deposit Account Number 07-2320.

EXTANT CLAIMS

Following are clean copies of the extant claims, including any further amendment requested herewith:

1. (AMENDED) A method for clipping graphics primitives for display, comprising the steps of:
    performing a clipping algorithm which uses only a single circular buffer to store input and output vertices of a primitive; and
5   for each one of said vertices, indicating whether said one of said vertices is visible with respect to each plane of a view volume.

2. The method of Claim 1, wherein only vertices which are visible in all said planes are rasterized.